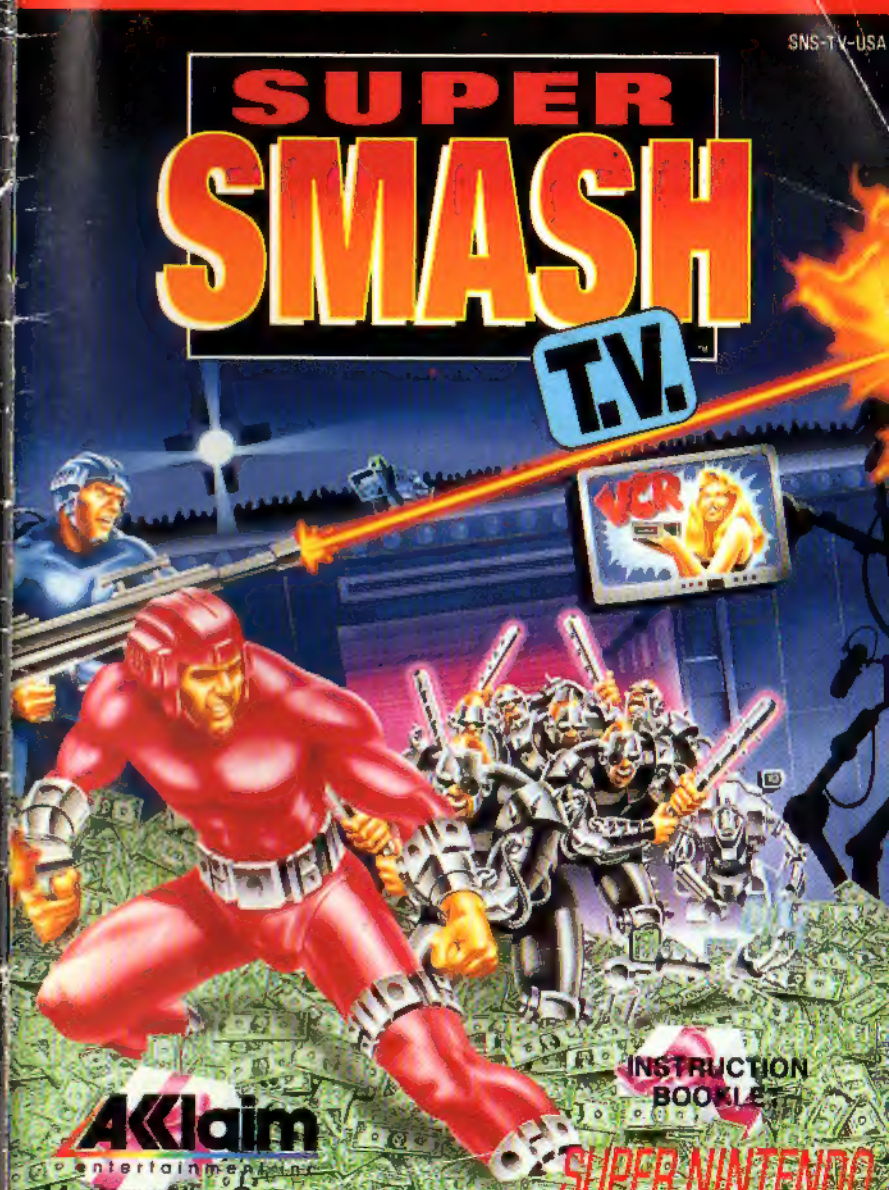
Acclaim
entertainment, inc.
Masters of the Game™

Printed in Japan

SNS-TV-USA

# SUPER SMASH T.V.




INSTRUCTION BOOKLET

Acclaim
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SUPER NINTENDO ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.**


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The year is 1999.

Television is cashing in on the blood lust of its viewers. Violence dominates the screen.

Topping the ratings are the TV game shows that offer the ultimate in prizes: your life! Winning and losing has become "destroyed or be destroyed."

One show stands as the toughest, most spectacular, most dangerous, and most rewarding contest of all : SMASH TV.

Alone, or in a pair, powerfully armed contestants are sent into a closed arena. There, before a live studio audience and devoted TV viewers from around the globe, they battle opponents-human, humanoid, and inhuman - and search out the cash and prizes that will make them...

SMASH TV Grand Champions.

Ready for prime time?

The future is now.

You are the next lucky contestant.

# READY CAMERA ONE

## LOADING

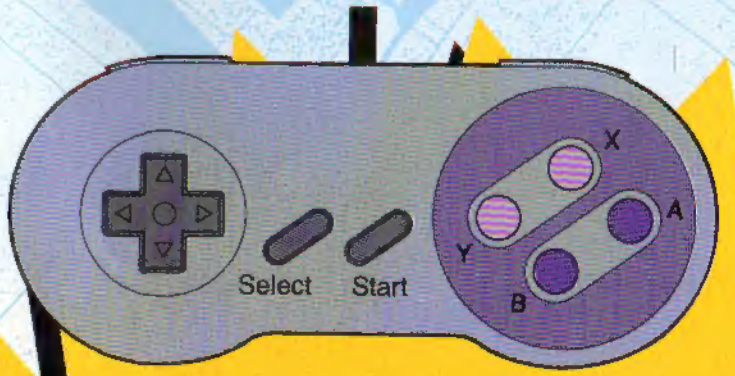
1. Make sure the power switch is OFF.
2. Insert the SMASH TV Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see the SMASH TV title screen, a history of the show, and then the roster of Reigning Champions. To reach the player selection screen, press the START BUTTON.

# 10 SECONDS TO AIR

SMASH TV is both a One Player and Two Player game with three skill levels. Move the DOWN CONTROL PAD ARROW until Skill is highlighted then move the LEFT OR RIGHT CONTROL PAD ARROW to pick the level you want. To select the number of players move the CONTROL PAD ARROWS so the number of players is highlighted. Then PRESS START.

# THE CONTROLS...
## ABSOLUTE ARCADE ACTION



## BASIC MOVES...AS EASY AS IT LOOKS

| | |
|---|---|
| TO MOVE | Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN. To move diagonally, press in between the arrows. |
| TO FIRE UP | Press the X BUTTON. |
| TO FIRE LEFT | Press the Y BUTTON. |
| TO FIRE DOWN | Press the B BUTTON. |
| TO FIRE RIGHT | Press the A BUTTON. |
| TO FIRE DIAGONALLY: | |
| UP/LEFT | Press the X BUTTON plus the Y BUTTON. |
| DOWN/LEFT | Press the Y BUTTON plus the B BUTTON. |
| UP/RIGHT | Press the X BUTTON plus the A BUTTON. |
| DOWN/RIGHT | Press the A BUTTON plus the B BUTTON. |
| TO PAUSE | Press the START BUTTON. |
| TO RESTART | Press the START BUTTON again. |



# ON THE SCREEN...
## EXCITEMENT SO INTENSE, IT'LL BLOW YOU AWAY

Game play information appears at the top of the screen as follows:

# WEAPONS...
## I NEED MORE FIRE-POWER

Sophisticated weapons and vital power-ups are available in every room of the contest. Your basic weapon, the machine gun, will obliterate your lesser opponents. However, final victory in any round demands that you use everything you can pick up!

When the symbol for a weapon or power-up appears, it can easily be picked up by moving over it.

Only one weapon type can be used at a time, but power-ups, such as increased speed or the mobile forcefield, can be used simultaneously with all the weapons.

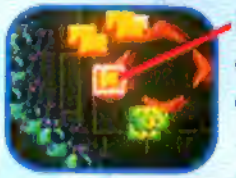
**Note: With each new life, you also get the mobile force-field. For crowd control, there's no equal!**

Rapid fire grenade launcher.

High power missile launcher.

Rapid fire, high-power grenade launcher.

Mobile forcefield.

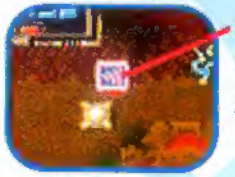


Blows up all opponents on screen.

Discus defense.

Machine gun firing remote.

Speed boost.



Multi-direction photon gun.

Bonus life.

**Note: Pick-up weapons last until all 6 of the squares under your score turn red.**

# YOUR OPPONENTS TONIGHT...

The audience is crying out for more blood and with the forces stacked against you, they'll soon be satisfied...just hope it's not your vital organs they're cheering over!

Opponents whose main strength is in numbers, like gangs wielding baseball bats, laser firing orbs, and exploding tin soldiers, will attack you in any round and at every chance. But each round of the show also features an opponent with unique talents for mangling contestants.

These characters are the stars of the show so they won't give up easily, but find their weak spots and you've got it made. Be relentless in your attack and enjoy watching them crumble.

The Super-Star Opponents are:

### Round 1: MUTOID MAN

Half tank, half mutant, and all deadly. He'd just as soon run you over than look at you with his twin firing laser eyes. Pound him with everything you find and remember, armless isn't harmless.

### Round 2: SCARFACE

If looks could kill, Scarface would be ahead of the game. Not only is he ugly, but get hit and your career in prime time is history.

### Round 3: COBRA HEAD

The cobra is the king of the snakes...and you've got double trouble. These over-grown reptiles have steel scales that will crush you like a bug, and forked tongues that speak with high-tech firepower.

### Round 4: THE GAME SHOW HOST WITH THE MOST

If his big mouth were his only flaw, you'd be OK, but this guy is not just slimy, he's crazy. Still, it's his show...and he'll do anything to keep it that way!

# BIG MONEY... BIG PRIZES... I LOVE IT!

Winning is everything...but winning big is even better. Grab the prizes that appear by moving over them...but watch out, they may be hiding a dangerous land mine.

POINT VALUES:

| | |
|---|---|
| Single Blue Orbs | 2000 |
| Orb-Train (each segment) | 2000 |
| Laser Orb | 2500 |
| Hulk Clubbers | 500 |
| Snakes | 1000 |
| Shrapnel Bomb | 2350 |
| Floating Robot | 1050 |
| Wall Gun Man | 5500 |
| Spear Men | 1000 |
| Tank (per section) | 7500 |
| Red Swarmers (followers) | 2050 |
| Red Swarmers (leaders) | 20,000 |
| Cobra Boss (per hit) | 100-500 |
| Scarface (per hit) | 250-6000 |
| Mutoid Man (per hit) | 350 |
| Game Show Host (per hit) | 350-700 |
| Prizes (each pick-up) | 5010 |



# THE ROUTE TO SUCCESS

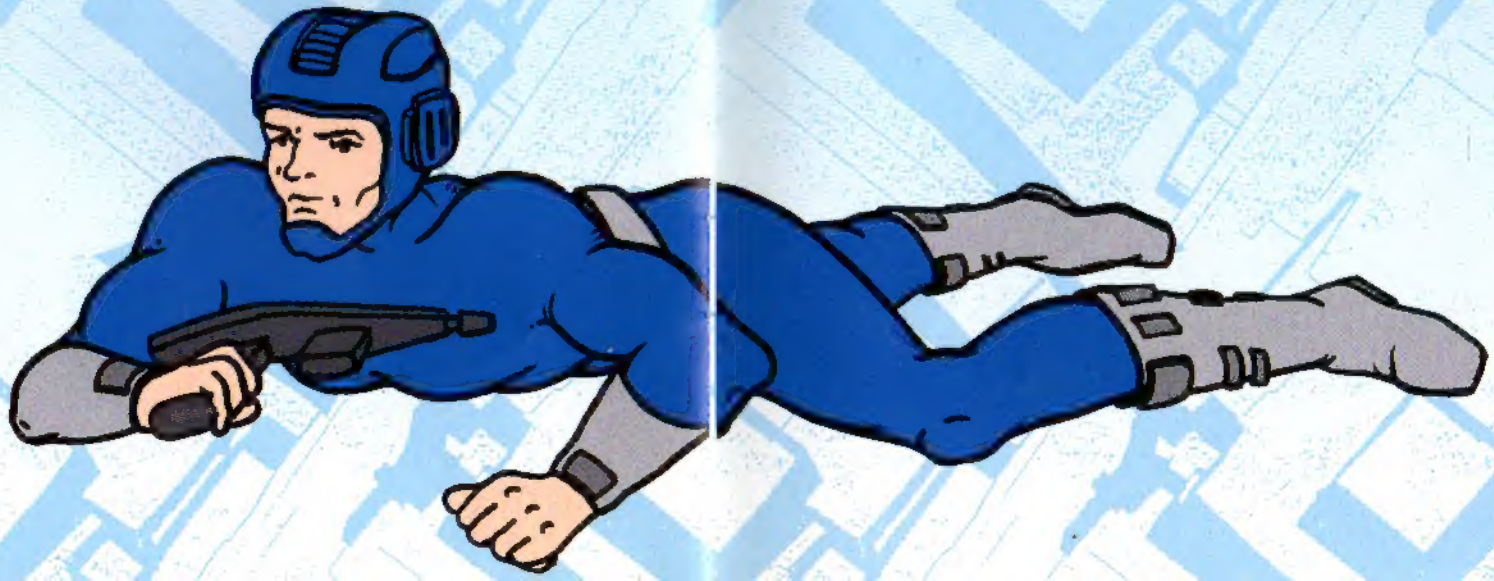
At the start of each round, a map shows the layout of the studio, including the location of bonus prize rooms. Pause and make a copy, knowing where you are comes in handy if you're going to rake in the goods!

# CASH BONANZA: THE PLEASUREDOME

You want the big money? It's waiting just for you in the PLEASUREDOME...only to get in, you'll need a key, or maybe even a bunch...

# DOUBLE YOUR PLEASURE!

Two is always better than one when it comes to combat ...but there is only one SMASH TV Grand Champion and it's money in the bank that separates the big winner from the other mere survivors.



# STAYING WITH THE SHOW... CONTESTANT LIVES

There'd be no show without you, so each lucky player gets 5 lives per round, plus any bonus lives you can pick up. Lives remaining are shown in the top left and right of the screen.

# REIGNING CHAMPIONS

Destroyed the Host with the Most? Made a fortune in cash and prizes? Congratulations. You are now a SMASH TV Reigning Champion. To enter your initials on the roster move the CONTROL PAD ARROWS until the letter you want is highlighted then press the A BUTTON.



# ACTION

So go for it! What are you waiting for? The commercials are over...the cameras are rolling...and the audience is waiting to see how long you last. Are you going to give them what they want, or can you stay in one piece long enough to be invited back next season? Everyone's waiting to see!

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## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the Super NES with respect to the receiver
-Move the Super NES away from the receiver.
-Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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